Overview
This week you will create the interaction design for some component of your solution.

I) Create Interactions

Select three pages/screens of your website or application. Develop the interactions for those pages/screens. Produce a medium or high fidelity prototype (you do not need to have a functioning website). As you do so, please consider:

1. What is the purpose of that interaction?
2. What affordances should you provide to guide users about how to interact with it?
3. What labels should you provide?
4. What are the important relevant aspects of "body language" that you should plan for that interaction? (e.g., size, space, defaults, immediacy, experimentation, discoverability, etc.)

Select at least five interactions (total) from the pages/screens you created. For each of the five, provide brief annotations of the four factors above (purpose, affordances, labels, body language). Annotations can be bullet points or short sentences (1-2 sentences max per consideration), but should break out the four aspects individually.

II) Demo

ALL DEMOS SHOULD BE SUBMITTED BEFORE THE START OF YOUR STUDIO ON GOOGLE DRIVE
https://drive.google.com/drive/folders/1nLjhOC5MSxJfdKjqgFvTH2rRKEOFIVim?usp=drive_link

Record a short demo of your interactions (3 minutes). Please include:
1. Brief introduction to the need your tool addresses and any context (20-30 seconds).
2. For each interaction, describe where it fits into a user flow and demonstrate how it works (30 seconds).

Note that to record a demo, you do not need to have built a functioning website; but at this point you do want a *functional prototype*. You have a few options:

1. A lot of the online tools will support functional interactions:
   a. Figma: https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-prototyping-in-Figma
   b. Sketch: https://www.sketch.com/docs/prototyping/
   c. Miro: https://miro.com/templates/prototype/
2. As we mentioned you could have a functional paper prototype, where you click on things and the actions occur when you do them by hand, like you place a dropdown menu when someone clicks on that button...

3. Another "hacky" way to make things look functional for a demo is put your screens/pages in a slide deck and then as you act on each component you can move to the next slide to show what would happen.

Example:
Here's an example of a demo: https://youtu.be/Km4GXrW-Tsg?si=66YLI92z0wxA8kjy&t=106

The creators show a series of interactions for purchasing clothes in their app over the course of 5 screens. Technically they show 4½ screens, but I think it's fair to call the modal at the end with the purchase confirmation its own screen.

Note, this example takes only about 20 seconds, you'd want to expand that primarily with explanations. At the beginning, provide some information about the needs/context. And for each interaction, describe what actions/purpose you're looking to support and how your design does that.

III) Heuristic evaluation

Select either Norman's or Shneiderman's design guidelines, or another well established set of principles (e.g., the Nielsen-Molich heuristics, Jakob's usability heuristics, etc.). Specify in your submission which guidelines you are using.

Develop a set of 3-5 tasks that will require the interactions you've developed. Specify in your submission what the 3-5 tasks are.

Begin by using the product to get a sense of the overall user flows without evaluating anything.

In a second pass, scrutinize all design elements, features, and decisions for any aspects that violate your heuristics. For every principle, you should record any issues/violations of the principles/heuristics. You may find it useful to use a workbook like this: https://media.nngroup.com/media/articles/attachments/Heuristic_Evaluation_Workbook_1_Fillable.pdf

For further details about conducting heuristic evaluations: https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/